Sprint 3 Contribution Log

Contributor	Task Description	Time Taken	Start Time	Date
Alex Ung	Create and Outline Documentation deliverables	30 minutes	11:00 AM	2024-05-10
Alex Ung	Reviewing Romal and Hirun's software prototypes according to the assessment criteria we created	2 hours	09:00 AM	2024-05-11
Alex Ung	first 3 CRC cards	30 minutes	11:00 AM	2024-05-14
Alex Ung	bug fixed: backend dragon token position now matches the player when 2 or more players are in the game.	1 hour	11:00 AM	2024-05-15
Alex Ung	Implemented win game functionality	1 hour	12:30 PM	2024-05-15
Alex Ung	Implemented proper randomisation of cave creatures	30 minutes	12:00 PM	2024-05-18
Alex Ung	fixed bug where cave creature could not be randomised due to comparisons	1 hour	12:30 PM	2024-05-18
Alex Ung	added randomisation for end squares on volcano cards	30 minutes	1:30 PM	2024-05-18
Alex Ung	removed unnecessary classes from UML diagram and matched the UML with the source code	30 minutes	2:00 PM	2024-05-18
Alex Ung	Wrote how to create an executable	20 minutes	01:30 PM	2024-05-19
Alex Ung	wrote alternatives for CRC cards	20 minutes	01:50 PM	2024-05-19
Alex Ung	Filmed and edited video	1 hour	02:10 PM	2024-05-19
Alex Ung	Formatted Document submission	20 minutes	02:30 PM	2024-05-19
Romal Patel	Reviewed Alex's software prototypes accourding to the assessment criteria created	2 hours	9:00 AM	2024-05-10
Romal Patel	Added and Replaced Dragon Card implementation from my code onto Alex's	2 hours	10:00 AM	2024-05-11
Romal Patel	Added popup for when the game is run to input the amount of players that will playing. (Player Setup)	1 hours	10:00 AM	2024-05-11
Romal Patel	Added Implementation of moving dragon token when the dragon card is flipped	3 hours	10:00 AM	2024-05-12
Romal Patel	Added matching funtion that allows the token to move only if the creatures match	1 hours	10:00 AM	2024-05-12
Romal Patel	Made WindowPanel a singleton class	15 minutes	10:00 AM	2024-05-12
Romal Patel	Implemented UI that shows which player's turn it is	1 hours	10:00 AM	2024-05-12
Romal Patel	Made Dragon Cards flip back over when player turn is over	1 hours	10:00 AM	2024-05-13
Romal Patel	Added Dialog message when turn is over	15 minutes	10:00 AM	2024-05-14

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Romal Patel	Added comments to classes and methods that were missing them	30 minutes	10:00 AM	2024-05-16
Hirun Hettigoda	Added 'Creature' Classes and DragonCard related Classes to UML	45 minutes	11:00 AM	2024-05-09
Hirun Hettigoda	Completed review for Romal's implementation	1.5 hours	2:00 PM	2024-05-12
Hirun Hettigoda	Created CRC cards for DragonCard, PlayerManager, MovementManager	1 hours	4:00 PM	2024-05-14
Hirun Hettigoda	Solution Direction for design completed	1.5 hour	1:00 PM	2024-05-17
Hirun Hettigoda	Established a better UI for game through images for dragon cards and game background	2 hours	6:00 PM	2024-05-18

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